PRIMAL
THE AWAKENING

NIGHTMARE EXPANSION

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EXPANSION OVERVIEW

This expansion introduces 3 new monsters, as well as the Nightmare variant rules. It includes all the components for the new monsters, 5 new quest cards that expand the Campaign mode, and all the cards you need to play the Nightmare variant.

The new monsters can be used in either Campaign mode, using the scenarios provided in the Campaign book specific to this expansion, or in Expedition mode, playing the scenarios featured on pages 9 through 12.

Note: The *Primal: The Awakening* base game is required to play this expansion.

COMPONENTS

Taraska monster board

Taraska miniature

6x Taraska Stance card

3x Taraska Peril card

3x Taraska Special Attrition card

18x Taraska Behavior card

1x Taraska Objective card

Xitheros monster board

Xitheros miniature

6x Xitheros Stance card

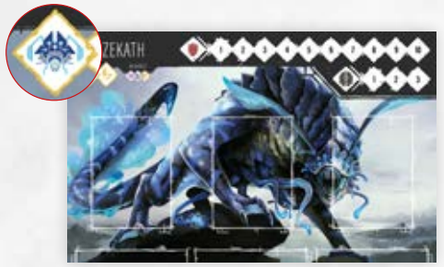
3x Xitheros Peril card

8x Bleeding card (Xitheros and The Awakened)

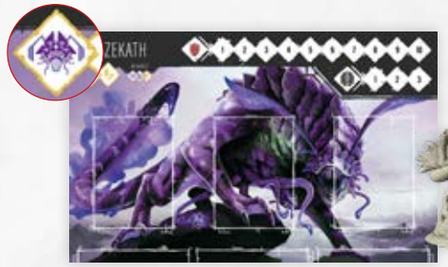
18x Xitheros Behavior card

1x Xitheros Objective card

10x Primordial Blood card



Zekath monster board



Zekalith monster board

Zekath/Zekalith miniature

6x Zekath Stance card

4x Zekath Peril card

6x Zekalith Stance card

4x Zekalith Peril card

1x Vibration marker

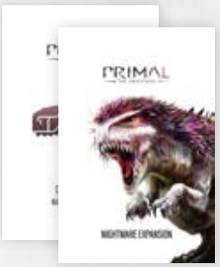
4x Strain token

18x Zekath Behavior card

1x Zekath Objective card

18x Zekalith Behavior card

1x Zekalith Objective card



Expansion Rules and Campaign Book

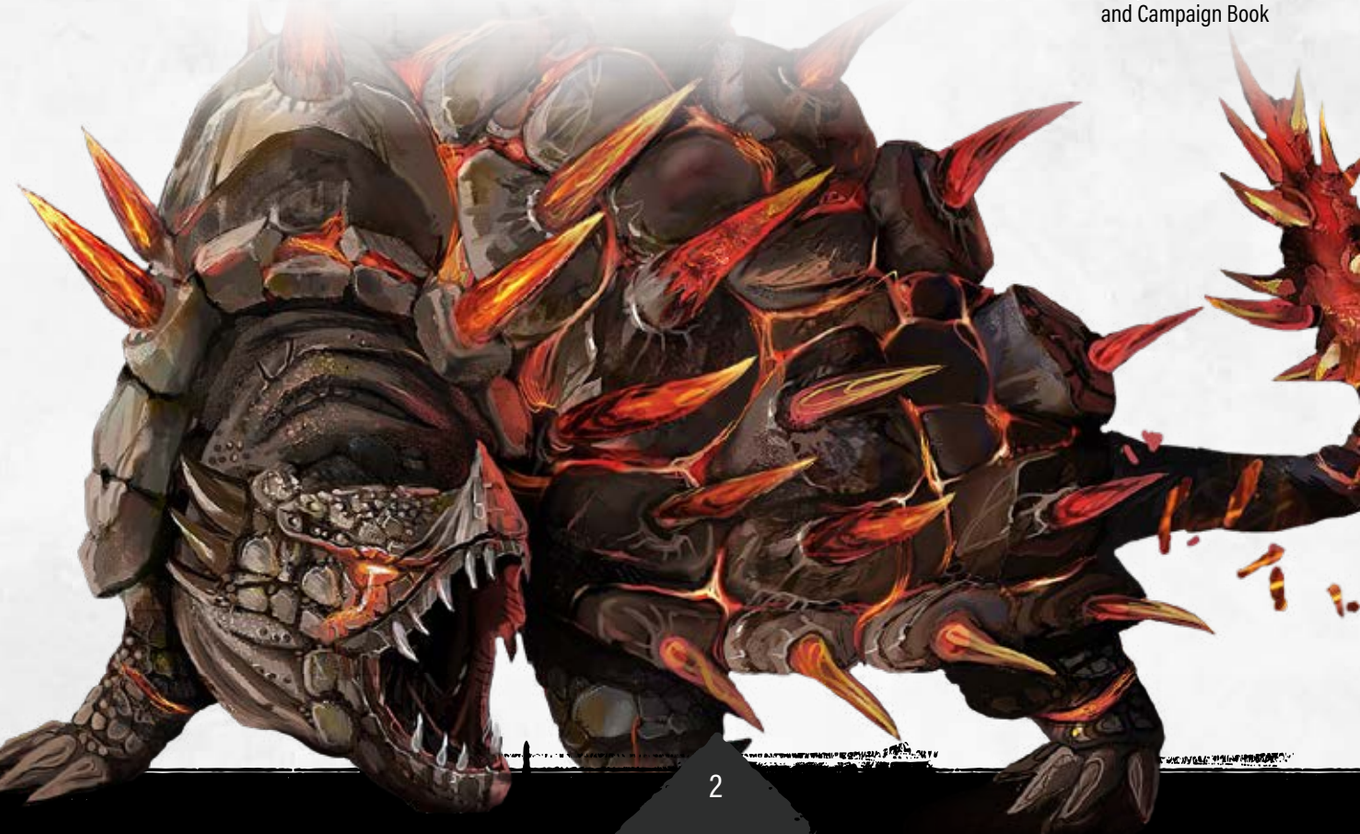
4x The Awakened Behavior card

5x Quest card

3x Reward card

60x Nightmare Stance card

90x Behaviour Nightmare card



NEW RULES

This expansion introduces some new keywords and rules that are specific to the scenarios relating to the new monsters. Refer to this section as required during the scenario, since it explains each of the new rules in detail.

NEW BEHAVIOR REACTION (*TARASKA*)

Trigger: If you have an attack card in your sequence at the end of your Action phase.
Note: Attack cards with Stealth do not trigger this reaction.

MONSTER RULES

BLEEDING CARDS (*XITHEROS, THE AWAKENED*)

Xitheros can introduce a Bleeding card into a players' deck, through card ability effects. When a card ability instructs you to shuffle a Bleeding card into your action deck, use the Bleeding card that corresponds to your hunter, identifiable by the class icon on the back of the card.

Similar to Wound cards, Bleeding cards can clog up your action deck, making it less efficient. In addition, as per the Bleeding card ability text, *Xitheros* gains 1 struggle each time a player draws one of these cards.

Bleeding card

LAVA DIAGRAM (*TARASKA*)

Taraska's behavior cards feature a diagram that is called Lava diagram, which represents the different sides of the monster (the front of the monster is always at the bottom).
The Lava diagram highlights a specific side of the monster in orange, which is used by the monster's Lava Geyser keyword ability. (See the Lava Geyser keyword ability on page 5.)

Taraska Behavior card

PRIMORDIAL BLOOD (*XITHEROS*)

These special cards are obtained in Campaign mode, as rewards for defeating *Xitheros*.

During the crafting phase, a player may discard one of their Primordial Blood cards (i.e. return it to the box) to gain 1 element resource of their choice.

Primordial Blood cards

ZEKATH VARIANTS (*ZEKATH & ZEKALITH*)

Zekath comes in two different variants, *Zekath* and *Zekalith*, each featuring their own peril, stance and behavior cards.

SPECIAL PERIL CARDS AND VIBRATION TRACK (*ZEKATH* AND *ZEKALITH*)

Zekath's Hallucination, Discharge and Unsettled cards (as well as *Zekalith's* Hatred, Fear, and Daze cards) are special peril cards, since they are not associated with any of the monster stances.

The first monster stance (for both *Zekath* and *Zekalith*) will instruct players to bring a random special peril card into play. Then as the game progresses, players will replace that card with a different special peril card as per the monster vibration mechanics.

The Vibration track is a special track on the monster board that indicates *Zekath's*/*Zekalith's* vibration level during the game. Each time you are instructed to increase the vibration level by X, move the vibration marker along the Vibration track by X spaces.

Vibration track

Each time the vibration level reaches 3, perform the following steps in order:

1. Randomly replace the special peril card with one of the two special peril cards that are not currently in play.
   Note: The special peril card that is swapped out is not permanently removed from the game. It may potentially reenter play the next time the vibration level reaches 3 in the game.
2. Reset the Vibration track to 0 by placing the vibration marker on the space.

NEW KEYWORDS

Action phase: [Ability]

When a behavior card ability begins with this keyword, it means that the [Ability] is only resolved if that behavior card has been revealed during the action phase of the active player's turn.

Lava Geyser (*Taraska*)

The keyword ability Lava Geyser means that you must discard the top card of the behavior deck and then place a fire terrain token in the sector indicated on that card's Lava diagram (more details about the Lava diagram are on page 3). If there is already a fire terrain in that sector, players in that sector must either immediately move or suffer .

Quick Refresh (*Zekath*)

While a peril card that features this keyword is in play, skip the Behavior Refresh step during the Monster Upkeep phase of the round. The monster performs a Behavior Refresh at the end of each player's turn instead.

NIGHTMARE (VARIANT RULE)

Nightmare is an optional variant rule that is designed to increase the level of difficulty beyond the challenges of the base game. The Nightmare variant is available for the following monsters:

Whenever you play a scenario associated with one of these monsters, in either Campaign or Expedition mode, you can choose to use the Nightmare variant for that specific monster. If you do, follow these special rules to set up the monster for that scenario:

- Instead of using the regular stance cards for that monster, use the Nightmare variant stance cards included in this expansion.
  Note: The Nightmare variant of a stance card features the aggression level icon in red. Make sure you use the stance cards that correspond to the correct monster aggression level (, or).

Vibration track

- Take the monster's Nightmare behavior cards (identifiable by the red aggression icon) and select the 3 with the correct aggression icon for the monster level (use the table on the right to identify the aggression icon for each of the monster levels). Add as many of those cards as you wish to the behavior deck. The more cards you add, the greater the difficulty.

Nightmare Variant: Setup Example

In this example, Alice is setting up a scenario against a level 2 *Kharja* and wants to use the Nightmare variant.

1. Alice takes the *Kharja's* Nightmare stance cards for aggression level 2, which replace the standard monster stance cards for this scenario (stances I, II and III).
2. Alice takes the 3 Nightmare behavior cards that correspond to that monster, with the aggression icon. She may add as many of those cards as she wishes to *Kharja's* standard level 2 behavior deck, but she decides to only add one this time, so she chooses one of the cards and adds it to the behavior deck.

HUNTER'S TRIAL AND NIGHTMARE

For the ultimate challenge, you can combine the Nightmare and Hunter's Trial variants in Campaign mode (refer to page 63 of the *Rulebook*).

If you are using the Hunter's Trial rules and wish to incorporate the Nightmare variant into the campaign scenarios, add in the following rule:
Each time you successfully complete a scenario using the Nightmare variant, earn 3+X valor points. X is the number of nightmare behavior cards included in the monster's behavior deck.

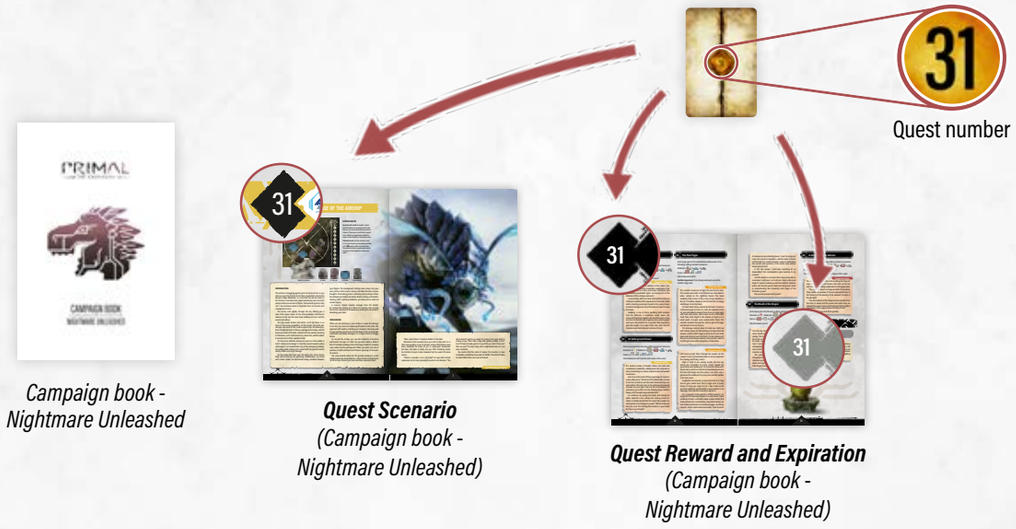
Since you can potentially achieve higher scores by earning these points, the Hunter's Trial rankings are revised as follows:

RANKING	
PRIMAL BEAST	170 points
INDOMITABLE	150 points
DRAGON SLAYER	130 points
BEAST MASTER	110 points
COMMANDER	90 points
PRIME HUNTER	80 points
EXPERT	65 points
ROOKIE	<50 points

CAMPAIGN MODE EXPANSION

To integrate the quests of this expansion into your campaign, follow these rules:

- **Campaign Setup:** When you set up your campaign, add all the quest cards in this expansion to the quest deck. The *Campaign Book* in the base game will instruct you to unlock these quests, based on specific conditions during the campaign.
- **Scenario Setup:** To set up and play the scenarios for the quests in this expansion, use the *Campaign book - Nightmare Unleashed* (you will find the campaign scenarios of this expansion in numerical order, starting on page 6).
- **Quest Rewards and Expiration:** Use the *Quest Rewards and Expiration* section in the *Campaign book - Nightmare Unleashed* to find the rewards and expiration consequences for each quest in this expansion.



Campaign book - Nightmare Unleashed

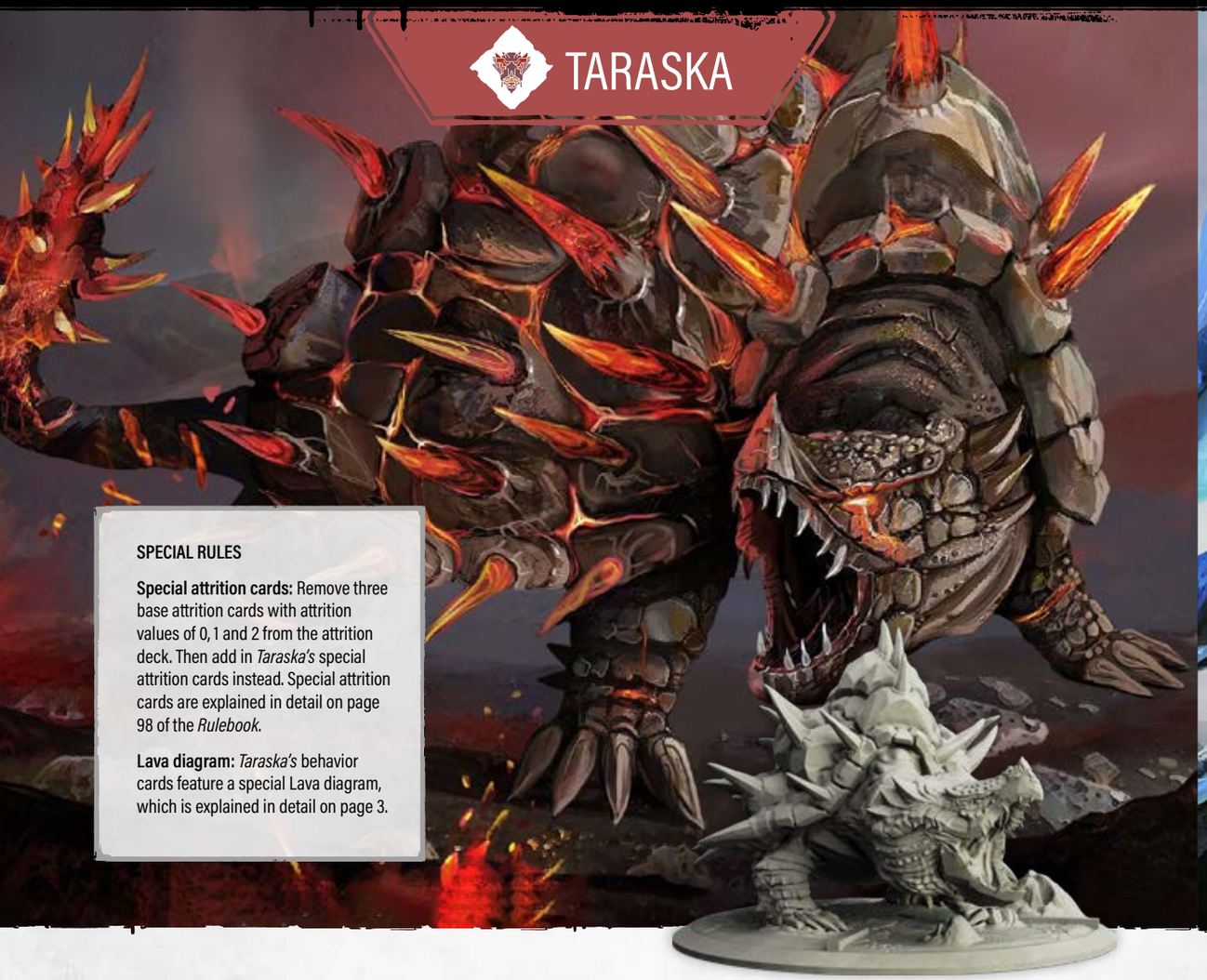
Quest Scenario *(Campaign book - Nightmare Unleashed)*

Quest Reward and Expiration *(Campaign book - Nightmare Unleashed)*

EXPEDITION MODE EXPANSION

This expansion introduces 6 new expedition scenarios, which are played outside of Campaign mode. You can find the setup rules for each of those scenarios on pages 9-12.

TARASKA



SPECIAL RULES

Special attrition cards: Remove three base attrition cards with attrition values of 0, 1 and 2 from the attrition deck. Then add in *Taraska's* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

Lava diagram: *Taraska's* behavior cards feature a special Lava diagram, which is explained in detail on page 3.

EXPEDITION 1

4x Rock

EXPEDITION 2

2x Rock

ZEKATH

SPECIAL RULES

Special peril cards: Deception, Spark and Disturbance are special peril cards that are not connected with specific stances. These peril cards follow special rules, which are explained in detail on page 5.

Vibration track: Set the vibration level to 0 by placing the corresponding marker on the ◍ space on the Vibration track. The Vibration track is explained in detail on page 5.

EXPEDITION 1

2x Rock 1x Cyricae 2x Water 1x Baethanis

EXPEDITION 2

2x Rock 2x Baethanis 2x Water 1x Fog

ZEKALITH

SPECIAL RULES

Special peril cards: Pulsating, Fear and Dissonance are special peril cards that are not connected with specific stances. These peril cards follow special rules, which are explained in detail on page 5.

Vibration track: Set the vibration level to 0 by placing the corresponding marker in the space on the Vibration track. The Vibration track is explained in detail on page 5.

EXPEDITION 1

2x Rock 1x Cyricae 2x Water 1x Baethanis

EXPEDITION 2

2x Rock 2x Cyricae 2x Water

XITHEROS

SPECIAL RULES

Bleeding cards: Each player has a Bleeding card that relates to their hunter (see the matching class icon on the card back). Keep this card close at hand and use it when instructed by card abilities during the game. Bleeding cards are explained in detail on page 3.

EXPEDITION 1

2x Brush 1x Baethanis 1x Synaerea 2x Wildmaw 2x Water

EXPEDITION 2

2x Rock 2x Synaerea 2x Wildmaw 2x Water

CREDITS

NIGHTMARE EXPANSION

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